

## Marra

**Female halfling paladin (divine defender) 1 - CR 1/2**  
 Lawful Good Humanoid (Halfling); Deity: **Erastil**; Age: **23**;  
 Height: **3' 2"**; Weight: **30 lb.**



| Ability                    | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| <b>STR</b><br>STRENGTH     | 11    | 0        |           |
| <b>DEX</b><br>DEXTERITY    | 12    | +1       |           |
| <b>CON</b><br>CONSTITUTION | 14    | +2       |           |
| <b>INT</b><br>INTELLIGENCE | 12    | +1       |           |
| <b>WIS</b><br>WISDOM       | 13    | +1       |           |
| <b>CHA</b><br>CHARISMA     | 17    | +3       |           |

| Saving Throw                       | Total                 | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-----------------------|------|---------|--------|------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <b>+5</b> =           | +2   | +2      |        | +1   |      |       |
|                                    | Fearless: +2 vs. fear |      |         |        |      |      |       |
| <b>REFLEX</b><br>(DEXTERITY)       | <b>+2</b> =           |      | +1      |        | +1   |      |       |
|                                    | Fearless: +2 vs. fear |      |         |        |      |      |       |
| <b>WILL</b><br>(WISDOM)            | <b>+4</b> =           | +2   | +1      |        | +1   |      |       |
|                                    | Fearless: +2 vs. fear |      |         |        |      |      |       |

| Total                 | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------------------|-------|--------|-----|------|-------|--------|-------|------|
| <b>AC</b> <b>18</b> = | +5    | +1     | +1  | +1   |       |        |       |      |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 12       | 17             |     |          |      |      |

| CM Bonus | BAB | Strength | Dexterity | Size |
|----------|-----|----------|-----------|------|
| +0 =     | +1  | +0       | -1        | -    |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 11 = 10    | +1  | +0       | +1        | -1   |

| Base Attack | HP |
|-------------|----|
| +1          | 13 |

| Initiative | Speed      | Damage / Current HP |
|------------|------------|---------------------|
| +1         | 20 / 15 ft |                     |

### Light crossbow

Ranged: **+1, 1d6** Crit: 19-20/x2  
 Ranged, both hands: **+3, 1d6** Rng: 80'  
 2-hand, P

### Longsword

Main hand: **+2, 1d6** Crit: 19-20/x2  
 Both hands: **+2, 1d6** 1-hand, S

### Buckler

**+1** Max Dex: -, Armor Check: -1  
 Spell Fail: 5%, Shield

| Skill Name   | Total | Ability | Ranks | Temp |
|--|-------|---------|-------|------|
| <b>Acrobatics</b>  | -2    | DEX (1) | -     |      |
| Run: +4 to jump with a running start, Speed greater/less than 30 ft.: -8 to jump |       |         |       |      |
| <b>Appraise</b>  | +1    | INT (1) | -     |      |
| <b>Bluff</b>   | +3    | CHA (3) | -     |      |
| <b>Climb</b>   | -2    | STR (0) | 1     |      |
| <b>Diplomacy</b>   | +3    | CHA (3) | -     |      |
| <b>Disguise</b>  | +3    | CHA (3) | -     |      |
| <b>Escape Artist</b>   | -4    | DEX (1) | -     |      |
| <b>Fly</b>   | -2    | DEX (1) | -     |      |
| <b>Heal</b>  | +5    | WIS (1) | 1     |      |
| <b>Intimidate</b>  | +3    | CHA (3) | -     |      |
| <b>Perception</b>  | +4    | WIS (1) | 1     |      |
| <b>Ride</b>  | -4    | DEX (1) | -     |      |
| <b>Sense Motive</b>  | +1    | WIS (1) | -     |      |
| <b>Stealth</b>   | +0    | DEX (1) | -     |      |
| <b>Survival</b>  | +1    | WIS (1) | -     |      |
| <b>Swim</b>  | -5    | STR (0) | -     |      |

### Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Martial Weapon Proficiency - All
- Run
- Shield Proficiency
- Simple Weapon Proficiency - All

### Traits

Noble Born - Lebeda

### Special Abilities

- Aura of Good (Ex)
- Fearless
- Smite Evil (1/day) (Su)

### Spell-Like Abilities

Detect Evil (At will) (Sp)

### Scale mail

+5

Max Dex: +3, Armor Check: -4  
Spell Fail: 25%, Medium, Slows

### Experience & Wealth

Experience Points: 0/2,000  
Current Cash: 56 gp, 8 sp

### Gear

**Total Weight Carried: 49.9/86.25 lbs, Medium Load  
(Light: 28.5 lbs, Medium: 57 lbs, Heavy: 86.25 lbs)**

|                            |           |
|----------------------------|-----------|
| Artisan's outfit (Free)    | -         |
| Backpack (empty)           | 0.5 lbs   |
| Bedroll                    | 1.25 lbs  |
| Belt pouch (empty)         | 0.125 lbs |
| Buckler                    | 2.5 lbs   |
| Crossbow bolts x30         | 0.05 lbs  |
| Flint and steel            | -         |
| Holy symbol, wooden (????) | -         |
| Holy text (????)           | -         |
| Light crossbow             | 2 lbs     |
| Longsword                  | 2 lbs     |
| Mess kit                   | 1 lb      |
| Money                      | 1.28 lbs  |
| Rope                       | 10 lbs    |
| Scale mail                 | 15 lbs    |
| Soap                       | 0.5 lbs   |
| Torch x10                  | 1 lb      |
| Trail rations x5           | 0.25 lbs  |
| Waterskin                  | 1 lb      |

### Tracked Resources

|                         |  |
|-------------------------|--|
| Crossbow bolts          | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Smite Evil (1/day) (Su) | <input type="checkbox"/>   |
| Torch                   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| Trail rations           | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |

### Languages

|         |          |
|---------|----------|
| Abyssal | Halfling |
| Common  | Sylvan   |

### Spells & Powers

**Paladin (Divine Defender) spells memorized (CL 0th;**  
concentration +3)  
**Melee Touch +2 Ranged Touch +3**

### Sourcebooks Used

- **Advanced Player's Guide** - Divine Defender (archetype)
- **Kingmaker** - Noble Born - Lebeda (trait)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

## Marra – Abilities & Gear

### Run

You are swift of foot.

**Benefit:** When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

**Normal:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### Noble Born - Lebeda

### Trait

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were likely adopted by one of Brevoy's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name, your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefits.

**Lebeda:** Your family's history of trading along the shores of Lake Reykal pervades your blood. As a deft merchant of the region, you gain a bonus language: Dwarven, Elven, Hallit, Gnome, Giant, Halfling, Skald, or Sylvan. Your family motto is "Success through Grace."

**Appears In:** Kingmaker

### Fearless

### Racial Ability (Halfling)

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

### Aura of Good (Ex)

### Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

### Detect Evil (At will) (Sp)

### Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

### Smite Evil (1/day) (Su)

### Class Ability (Paladin)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

**Note:** Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

**Title - Marra (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2019/03/03

**XP Reward:** 0 XP; **Net Cash:**

- no notes -